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1 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art of graphic software packages   ■
Compuater Graphics staff
September 1977 **ACM SIGGRAPH Computer Graphics,** Volume 11 Issue 3
Full text available: 🔲 pdf(9.03 MB)   Additional Information: full citation, references

2 Conversations with Clement Mok and Jakob Nielsen, and with Bill Buxton and Clifford Nass   ■
Richard I. Anderson
January 2000 **interactions,** Volume 7 Issue 1
Full text available: 🔲 pdf(986.68 KB)   Additional Information: full citation, citings, index terms

3 Fast detection of communication patterns in distributed executions   ■
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
Full text available: 🔲 pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

4 Layered acting for character animation   ■
Mira Dontcheva, Gary Yngve, Zoran Popović
July 2003 **ACM Transactions on Graphics (TOG),** Volume 22 Issue 3
Full text available: 🔲 pdf(3.40 MB)   Additional Information: full citation, abstract, references

We introduce an acting-based animation system for creating and editing character animation at interactive speeds. Our system requires minimal training, typically under an hour, and is

well suited for rapidly prototyping and creating expressive motion. A real-time motion-capture framework records the user's motions for simultaneous analysis and playback on a large screen. The animator's real-world, expressive motions are mapped into the character's virtual world. Visual feedback maintains a tight ...

Keywords: 3D user interfaces, character animation, motion editing, motion transformation, statistical analysis

5   <u>Beyond the snapshot from speculation to prototypes in audiophotography</u>
Heather Martin, Bill Gaver
August 2000 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques**
Full text available: pdf(532.26 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

In this paper we describe techniques used to move from a wide variety of speculative concepts to three working prototypes of potentially commercial audiophotography products. Stages in this trajectory included illustrated workbooks, video envisionments, form models and technical drawings, and ended with working prototypes using microprocessors to simulate stand-alone products. These methods were useful in communicating with our partners in a multidisciplinary collaboration. At each stage, ...

Keywords: audiophoto, design methodology, design research, prototypes

6   <u>Disney's Aladdin: first steps toward storytelling in virtual reality</u>
Randy Pausch, Jon Snoddy, Robert Taylor, Scott Watson, Eric Haseltine
August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**
Full text available: pdf(195.32 KB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

7   <u>Image retrieval: Retrieving 3D shapes based on their appearance</u>
Ryutarou Ohbuchi, Masatoshi Nakazawa, Tsuyoshi Takei
November 2003 **Proceedings of the 5th ACM SIGMM international workshop on Multimedia information retrieval**
Full text available: pdf(559.66 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

In this paper, we propose an algorithm for shape-similarity comparison and retrieval of 3D shapes defined as polygon soup. One of the issues in comparing 3D shapes is the diversity of shape representations used to represent these "3D" shapes. While a solid model is well-defined and is easier to handle, others such as polygon soup poses many problems. In fact, a polygon soup 3D model most often does not define a 3D shape, but merely an illusion of "3D shape-ness" by its collection of independent ...

Keywords: depth map, geometric modeling, polygon soup, polygonal mesh, shape similarity search, three-dimensional models

8   <u>Level II technical support in a distributed computing environment</u>
Tim Leehane
September 1996 **Proceedings of the 24th annual ACM SIGUCCS conference on User services**
Full text available: pdf(5.73 MB)   Additional Information: <u>full citation</u>, <u>references</u>, <u>index terms</u>

9 Illustrative risks to the public in the use of computer systems and related technology
Peter G. Neumann
January 1996 **ACM SIGSOFT Software Engineering Notes**, Volume 21 Issue 1

Full text available: pdf(2.54 MB)   Additional Information: full citation

10 Technical papers: Capturing task knowledge for geo-spatial imagery
Dympna O'Sullivan, Eoin McLoughlin, Michela Bertolotto, David C. Wilson
October 2003 **Proceedings of the international conference on Knowledge capture**

Full text available: pdf(1.22 MB)   Additional Information: full citation, abstract, references, index terms

Geo-spatial image databases are employed in a wide range of applications, such as intelligence operations, recreational and professional mapping, urban and industrial planning, and tourism systems. Effective retrieval of relevant images from such digital libraries can employ knowledge about *what* an image contains, *why* image contents are important in a particular domain, and *how* specific images have been used for particular domain tasks. Approaches to annotation for multimedi ...

11 A conversation with Austin Henderson
Kate Ehrlich
November 1998 **interactions**, Volume 5 Issue 6

Full text available: pdf(340.57 KB)   Additional Information: full citation, citings, index terms, review

12 Interacting with paper on the DigitalDesk
Pierre Wellner
July 1993 **Communications of the ACM**, Volume 36 Issue 7

Full text available: pdf(5.32 MB)   Additional Information: full citation, references, citings, index terms, review

13 Tangible interaction + graphical interpretation: a new approach to 3D modeling
David Anderson, James L. Frankel, Joe Marks, Aseem Agarwala, Paul Beardsley, Jessica Hodgins, Darren Leigh, Kathy Ryall, Eddie Sullivan, Jonathan S. Yedidia
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(19.72 MB)   Additional Information: full citation, abstract, references, citings, index terms

Construction toys are a superb medium for geometric models. We argue that such toys, suitably instrumented or sensed, could be the inspiration for a new generation of easy-to-use, tangible modeling systems—especially if the tangible modeling is combined with graphical-interpretation techniques for enhancing nascent models automatically. The three key technologies needed to realize this idea are embedded computation, vision-based acquisition, and graphical interpretation. We sample the ...

Keywords: HCI (Human-Computer Interface), applications, embedded computation, geometric modeling, graphics systems, perceptual user interfaces, shape recognition, tangible user interfaces, transmedia, user interface hardware

14 What video can and can't do for collaboration: a case study

Ellen A. Isaacs, John C. Tang
September 1993 **Proceedings of the first ACM international conference on Multimedia**

Full text available: pdf(142.90 KB)
ps(298.85 KB)   Additional Information: full citation, references, citings, index terms

Keywords: computer-supported cooperative work, remote collaboration, user interfaces, video conferencing

15 Posters & demos: A real-time head nod and shake detector
Ashish Kapoor, Rosalind W. Picard
November 2001 **Proceedings of the 2001 workshop on Percetive user interfaces**

Full text available: pdf(1.01 MB)   Additional Information: full citation, abstract, references

Head nods and head shakes are non-verbal gestures used often to communicate intent, emotion and to perform conversational functions. We describe a vision-based system that detects head nods and head shakes in real time and can act as a useful and basic interface to a machine. We use an infrared sensitive camera equipped with infrared LEDs to track pupils. The directions of head movements, determined using the position of pupils, are used as observations by a discrete Hidden Markov Model (HMM) ba ...

Keywords: HMM, head nod, head shake, pupil tracking

16 Stigma and the sensorial experience of objects: The fabric of society: a proposal to investigate the emotional and sensory experience of wearing denim clothing
Fiona Jane Candy
June 2003 **Proceedings of the 2003 international conference on Designing pleasurable products and interfaces**

Full text available: pdf(403.24 KB)   Additional Information: full citation, abstract, references, index terms

This paper introduces a project that intends to utilise research methods derived from experience within Art and Design, to investigate the sensory and emotional experience of wearing denim clothing in public. The researcher will provide an explanation of context and identify the range of research methods under consideration. The project is based on the premise that as a 21st century mass-produced product, denim typifies the processes inherent within design and commercial culture. Although cultur ...

Keywords: denim, design, identity, jeans, material culture, society

17 Supporting distributed groups with a Montage of lightweight interactions
John C. Tang, Ellen A. Isaacs, Monica Rua
October 1994 **Proceedings of the 1994 ACM conference on Computer supported cooperative work**

Full text available: pdf(1.49 MB)   Additional Information: full citation, abstract, references, citings, index terms

The Montage prototype provides lightweight audio-video glances among distributed collaborators and integrates other applications for coordinating future contact. We studied a distributed group across three conditions: before installing Montage, with Montage, and after removing Montage. We collected quantitative measures of usage as well as video-tape and user perception data. We found that the group used Montage glances for short, lightweight interactions that were like face-to-face convers ...

Keywords: awareness, informal communication, media space, remote collaboration, video

18 Teaching and learning as multimedia authoring: the classroom 2000 project

Gregory D. Abowd, Christopher G. Atkeson, Ami Feinstein, Cindy Hmelo, Rob Kooper, Sue Long, Nitin Sawhney, Mikiya Tani

February 1997 **Proceedings of the fourth ACM international conference on Multimedia**

Full text available: pdf(1.56 MB)   Additional Information: full citation, references, citings, index terms

Keywords: audio/video capture, educational technology, media integration, pen-based computing, ubiquitous computing

19 Implementing phicons: combining computer vision with infrared technology for interactive physical icons

Darnell J. Moore, Roy Want, Beverly L. Harrison, Anuj Gujar, Ken Fishkin

November 1999 **Proceedings of the 12th annual ACM symposium on User interface software and technology**

Full text available: pdf(77.91 KB)   Additional Information: full citation, abstract, references, citings, index terms

This paper describes a novel physical icon [3] ("phicon") based system that can be programmed to issue a range of commands about what the user wishes to do with handdrawn whiteboard content. Through the phicon's UI, a command to process whiteboard context is issued using infrared signaling in combination with image processing and a ceiling-mounted camera system. We leverage camera systems that are already used for capturing whiteboard content [4] by further augmenting these syst ...

Keywords: HDLC, computer vision, image processing, infrared, phicons, physical UI, physical icons, tangible user interfaces, ubiquitous computing

20 Interactive pedagogical drama

Stacy C. Marsella, W. Lewis Johnson, Catherine LaBore

June 2000 **Proceedings of the fourth international conference on Autonomous agents**

Full text available: pdf(1.08 MB)   Additional Information: full citation, references, citings, index terms

Keywords: and interaction of humans and agents, believability, collaboration, communication, lifelike qualities, modeling the behavior of other agents, models of emotion, motivation, or personality, synthetic agents

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